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Introduction

The *Pathfinder Roleplaying Game* is full of combat and bloodshed. They are, in many ways, the bulk of what the game is, and what it is about. But there is a difference between simply fighting, even fighting for one's life, and fighting in a war. Wars are chaotic and bloody things, and a battlefield is not a single, neat, orderly conflict, but in fact hundreds, perhaps thousands of small life-and-death struggles, each of which impacts the others around it. It is an order of magnitude larger than the standard battles of an adventurer, and while many adventurers can certainly contribute in a true battle between opposing armies, that's not the same as being specifically trained and equipped for it. Each installment of *Weekly Wonders: Archetypes of War* presents six new archetypes for military characters, focused on a particular theme.

For this book, we focus on archetypes relating to commanders. While it is common for those on the front lines of battle to complain about the leadership that has sent them there, most of the time an army's commanders work tirelessly to support the troops under their command, from the highest-level generals all the way down to the lowest levels of field commanders. Proper leadership not only helps direct troops and resources to where they can best be utilized for the war effort, but they also inspire those under their command to new heights, helping them to reach their full potential, and watching over and protecting them. The archetypes in this book build on these themes of protection, support, and leadership.

New Archetypes

The following archetypes are presented in alphabetical order, based on the name of the class that they modify.

Drill Sergeant (Bard)

Although their audiences may not be quite as appreciative of the sorts of performances they provide as other bards' audiences, drill sergeants instill discipline and training in those under their command, their tough love inspiring allies to achieve heights they never thought possible. On the battlefield, a drill sergeant turns these talents to other uses, issuing commands with such force and authority that even the enemy obeys.

Master of Intimidation (Ex): A drill sergeant adds half his class level (minimum 1) to all Intimidate checks, and may make Intimidate checks to demoralize opponents as a move action, rather than a standard action.

This ability replaces the bardic knowledge class feature.

Bardic Performance: A drill sergeant gains the following bardic performances, each of which replaces an existing performance.

Command (Sp): At 1st level, a drill sergeant can issue a single command with such force and clarity that those who hear it feel themselves compelled, however briefly, to obey. This functions as the spell *command*, except

that it affects each creature within 30 feet that can see and hear the performance, and the saving throw DC to resist the effect is equal to 10 + 1/2 the drill sergeant's bard level + the drill sergeant's Charisma modifier. If the drill sergeant maintains the performance on subsequent rounds, he can issue different orders, but each creature receives a new saving throw each round, and any creature that succeeded on a saving throw to resist this effect in the last minute gains a +4 bonus on further saving throws to resist it.

Beginning at 6th level, affected creatures continue performing the command for a number of rounds equal to the drill sergeant's bard level, and are not entitled to new saving throws unless the drill sergeant attempts to give a new set of orders. Beginning at 12th level, the drill sergeant can issue any command, as long as it can be expressed in no more than 25 words, and the affected creatures will attempt to obey it to the best of their ability.

This ability replaces the fascinate, suggestion, and mass suggestion bardic performances.

Double Time (Sp): At 12th level, a drill sergeant can inspire his allies to move with incredible speed, affecting them as though by the spell *haste* for as long as the performance continues. Creatures that are no longer able to see or hear the drill sergeant lose the benefits of this performance.

This ability replaces the soothing song bardic performance.

Motivator (Ex): Beginning at 2nd level, a drill sergeant gains a +4 bonus on all ability checks and skill checks made to convince a creature to take a certain course of action. This includes Diplomacy and Intimidate checks made to request favors (but not other Diplomacy or Intimidate checks), Bluff checks made to convince a creature to do a certain thing, and even opposed Charisma checks made to magically control a creature, such as with a *charm person* spell.

This ability replaces the versatile performance class feature.

Unshakable (Ex): Beginning at 2nd level, a drill sergeant is so inured to intimidation tactics that he is always able to keep his cool in the face of danger. He gains a +4 bonus on saving throws made to resist fear effects, and the DC of Intimidate checks made against him is increased by +4.

This ability replaces the well-versed class feature.

Personable (Ex): At 5th level, a drill sergeant can choose to take 10 on all Bluff, Diplomacy, Intimidate, and Perform checks, as well as on Charisma checks. In addition, once per day, the drill sergeant can take 20 on a single Intimidate check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces the lore master class feature.

Strike Leader (Inquisitor)

Using their divine judgments and superior knowledge of their foes, strike leaders are inquisitors who lead teams of warriors against enemies that can't be defeated with conventional tactics. From strange monstrosities to dark forces, strike leaders are able to identify their weaknesses and, with superior tactics and a little divine help, lead their teams to triumph where larger forces might have failed.

Status (Sp): Beginning at 2nd level, as a standard action, a strike leader can forge a mystical link between herself and a single willing ally within 30 feet. This otherwise functions as the spell *status*, except that the effect lasts until the next time the strike leader rests, or until she chooses to end the effect (a move action). A strike leader can have this connection with a maximum number of creatures equal to 3 + her Wisdom modifier at any given time.

This ability replaces the detect alignment class feature.

Tactical Command (Ex): Beginning at 5th level, a strike leader becomes an expert at identifying her foes' weaknesses and communicating them effectively to her allies. She gains a +4 bonus on Knowledge checks made to identify the abilities and weaknesses of creatures. Additionally, whenever she successfully identifies one or more of a monster's abilities or weaknesses, she can spend a move action issuing tactical commands to her allies. If she does so, all allies within 6o feet gain a +2 bonus on attack and damage rolls made against the creature she identified (as well as other creatures to which the information in the Knowledge check applies). This bonus lasts for 1 minute.

This ability replaces the discern lies class feature.

Shared Judgment (Ex): At 8th level, whenever a strike leader uses her judgment ability, she can expend two uses of her judgment ability in order to grant the benefits of her judgment to each ally within 30 feet, as well. Once the judgment is activated, these allies can move further than 30 feet away from the strike leader without losing the benefits of the shared judgment. Each ally receives the benefits of the same judgment that the strike leader selects, although she can still change judgments as a swift action.

At 16th level, the strike leader no longer needs to expend two uses of her judgment ability in order to have her judgment affect all allies within 30 feet, but can expend two uses of her judgment ability in order to have her judgment affect all allies within 60 feet, instead.

This ability replaces the second judgment and third judgment class features.

Shared Tactics (Ex): Beginning at 11th level, a strike leader is able to grant her allies the benefits of her teamwork feats. Rather than treating her allies as though they had the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from teamwork feats, all of her allies within 30 feet actually gain the benefits of her teamwork feats. This allows her allies to use the teamwork feats with one another, even if the strike leader herself is not involved directly.



This ability replaces the stalwart class feature.

Strike Order (Ex): At 17th level, as a standard action, the strike leader can direct an ally within 30 feet to make a single attack, or, as a full-round action, she can direct the ally to make a full attack, instead. Either way, if the ally is currently benefitting from one of the strike leader's judgments, the numerical benefits of that judgment are doubled for that ally until the beginning of the strike leader's next turn.

This ability replaces the slayer class feature.

Camaraderie Mystery (Oracle)

Class Skills: An oracle with the camaraderie mystery adds Intimidate, Knowledge (engineering), Knowledge (local), and Ride to her list of class skills.

Bonus Spells: *bless* (2nd), *status* (4th), *prayer* (6th), *imbue with spell ability* (8th), *breath of life* (10th), *heroes' feast* (12th), *refuge* (14th), *mass cure critical wounds* (16th), *miracle* (18th).

Revelations: An oracle with the camaraderie mystery can choose from any of the following revelations.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet who hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus

increases to +2. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Channel (Su): You can channel positive energy like a cleric, using your oracle level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Charging Command (Ex): As a standard action, you can direct a single ally within 60 feet to make a daring charge against an enemy you specify. The ally can make a charge action as a free action, even though it is not his turn. Additionally, if the target of the charge is the creature you designated, the bonus on the attack roll due to charging is increased to +4, and the ally does not provoke attacks of opportunity for exiting the space that he began his movement in (he provokes attacks of opportunity as normal for all other spaces he moves through as part of the charge). You must be at least 11th level to select this revelation.

Combat Healer (Su): Whenever you cast a cure spell (a spell with "cure" in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level to select this revelation.

Don't Give Up (Su): Whenever an ally within 60 feet of you fails a saving throw, as an immediate action, you can shout words of encouragement to them, allowing them to reroll the saving throw with a +2 bonus. You can use this ability a number of times per day equal to your Charisma modifier.

Fleet Aura (Su): Allies that begin their turn within 60 feet of you gain a +10 enhancement bonus to their movement speed until the beginning of your next turn.

Repositioning Command (Su): As a move action, you can direct a single ally within 60 feet to reposition himself to a space you designate. The chosen ally can immediately move up to his base speed as a free action, even though it is not his turn. If the ally moves to the designated space, he receives a +4 bonus to AC until the beginning of his next turn.

Striking Command (Su): As a standard action, you can direct a single ally within 60 feet to make an attack against an enemy you designate. The chosen ally can immediately make a single attack as a free action, even though it is not his turn. If the ally attacks the creature you designated, he gains a +2 bonus on the attack roll. You must be at least 7th level to select this revelation.

Superior Flanking (Ex): You gain a +4 bonus to attack rolls against creatures you are flanking, rather than +2. Additionally, allies who you are flanking with gain a +4 bonus to attack rolls against the creatures you flank with them, rather than the normal +2 bonus.

Try That Again (Su): Whenever an ally within 30 feet makes an attack roll, if the attack misses, as an immediate action, you can issue an encouraging phrase to allow that ally to reroll the attack roll with a +2 bonus. You can use this ability a number of times per day equal to your Charisma modifier.

Final Revelation: Upon reaching 20th level, you are able to shield your allies even from death. Whenever one of your allies would be slain within 30 feet of you, that ally is instead reduced to exactly 1 hit point. This applies even if the ally would have died due to a death effect. Any given ally can benefit from this ability only once per day.

Righteous Commander (Paladin)

Paladins of every sort inspire the hearts of lesser men and women and awaken a courage and zeal in them that they may not even have known they were capable of. A select few, however, the righteous commanders, dedicate themselves first and foremost not to fighting evil, but to training and inspiring others to do so, because if each and every one of us stands up to do our part to turn back the darkness, it will prove easier for all of us.

Instill Vigor (Su): Beginning at 3rd level, a righteous commander's very presence instills energy, resilience, and vigor into nearby allies. Each ally within 60 feet (including the righteous commander herself) gains a +2 bonus on saving throws made to resist diseases and poisons, and a +4 bonus on saving throws and Constitution checks made to avoid becoming fatigued or exhausted.

This ability replaces the divine health class feature.

Righteous Blessing (Su): At 3rd level and every three levels thereafter, a righteous commander can select one righteous blessing. Whenever the righteous commander uses her lay on hands class feature, she can also grant the target one of her righteous blessings, granting him additional benefits.

At 3rd level, the righteous commander can select from the following initial righteous blessings.

- The target gains a +4 enhancement bonus to Strength for 1 minute.
- The target gains a +4 enhancement bonus to Dexterity for 1 minute.
- The target gains a +4 enhancement bonus to Constitution for 1 minute.

At 6th level, the righteous commander adds the following to the list of righteous blessings that can be selected.

- The target gains a +4 sacred bonus to AC for 1 minute.
- The target gains the benefits of a *haste* spell for a number of rounds equal to the righteous commander's Charisma modifier.
- The target gains a number of temporary hit points equal to twice the righteous commander's paladin level.

At 9th level, the righteous commander adds the following to the list of righteous blessings that can be selected.

- The target grows a pair of angelic wings made of golden light, which grant him a fly speed of 60 feet with good maneuverability for 1 minute.
- The target gains DR 5/evil for 1 minute.
- Each of the target's attacks deal an additional 1d6 points of damage to evil creatures, plus an additional 1d6 points of damage if the evil creature is a dragon, outsider, or undead.

This ability replaces the mercy class feature.

Aura of Grace (Su): Beginning at 4th level, as a swift action, a righteous commander can project an aura of divine grace, granting all allies within 30 feet a bonus on saving throws equal to the righteous commander's Charisma bonus. This bonus does not stack with the divine grace class feature. The righteous commander can use this ability for a total number of rounds per day equal to her class level + her Charisma modifier. These rounds need not be spent consecutively.

This ability replaces the channel positive energy class feature.

Heroic Command (Su): Beginning at 5th level, a righteous commander can order one of her allies to attack, bringing divine providence to ensure the strike lands true. As a standard action, the righteous commander selects a single ally within 30 feet. As an immediate action, that ally can make a single attack at his full base attack bonus, and he gains a sacred bonus equal to the righteous commander's Charisma modifier on the attack roll, as well as to any damage roll resulting from the attack. If the ally attacks a creature that is currently the target of the righteous commander's smite, the ally instead uses the righteous commander's smite bonuses to attack and damage for the attack.

At 9th level, the righteous commander can choose to use this ability as a full-round action, instead. If she does so, the ally can make two attacks, one at his full base attack bonus, the other at his base attack bonus –5. At 13th level, when activating this ability as a full-round action, the ally can make a third attack at his base attack bonus –10, and at 17th level, when activating this ability as a full-round action, the ally can make a fourth attack at his base attack bonus –15.

This ability replaces the divine bond class feature.

Daring Leader (Swashbuckler)

There are some people who simply attract followers and hangers-on wherever they go, and the daring leader, with her grace and charm, is one such type of individual. These dashing figures are somewhat less concerned with their own personal glory than other swashbucklers, focusing instead on helping and supporting their crew.

Deeds: A daring leader gains the following deeds, each of which replaces an existing deed.

People Person (Ex): At 1st level, a daring leader can spend 1 panache point when she makes a Bluff, Diplomacy, Intimidate, or Sense Motive check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Charisma modifier (minimum 1). This ability replaces the derring-do deed.

On Your Feet (Ex): At 3rd level, while the daring leader has at least 1 panache point, she can pull an adjacent ally to his feet as a move action, and doing so does not provoke an attack of opportunity for either the daring leader or her prone ally. Whenever the daring leader uses this ability, both she and her ally gain a +2 circumstance bonus to AC and saving throws until the beginning of her next turn. This ability replaces the kip-up deed.

Repositioning Command (Ex): At 7th level, while the daring leader has at least 1 panache point, she can spend a move action to direct one of her allies within 30 feet to move. The ally may immediately move up to his speed as a free action, even though it is not his turn. While moving in this way, the ally gains a +5 morale bonus on Acrobatics checks, and gains a +2 morale bonus to AC against attacks of opportunity. This ability replaces the swashbuckler's grace deed.

Call to Arms (Ex): At 15th level, as long as she has at least one point of panache remaining, a daring leader can call out to an ally to strike, her words driving home the attack. As a standard action, the daring leader can direct an ally within 30 feet to make a single attack, or, as a fullround action, she can direct the ally to make a full attack, instead. Either way, the ally gains a +1 morale bonus on all attack and damage rolls made as part of the attack. If the daring leader and the ally are flanking the creature being attacked, this morale bonus increases to +2 (in addition to the normal benefits of flanking). This ability replaces the dizzying defense deed.

Leader's Luck (Ex): Beginning at 2nd level, a daring leader becomes a good luck charm for those under her command, helping them survive dangers they otherwise would not be able to. Three times per day as an immediate action, when an ally within 30 feet is attacked or must make a saving throw, the daring leader can add her Charisma modifier to the ally's AC or saving throw bonus for that attack or saving throw. She must choose to do this before the attack roll or saving throw is made, and it applies to only a single attack or saving throw. At 6th level, and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18th level). The daring leader cannot use this ability to enhance her own AC or saving throws.

This ability replaces the charmed life class feature.



Path of War Archetype

No selection of war-themed archetypes would be complete if they ignored the martial classes from Dreamscarred Press's Path of War. These classes, mechanically inspired by The Book of Nine Swords, a 3.5 Dungeons and Dragons sourcebook, use maneuvers and stances to unleash devastating effects on the battlefield, with a dynamic and exciting feel to combat. There are six main classes associated with this content from Dreamscarred Press, and with the exception of the first installment, each of the seven volumes of Archetypes of War features a special bonus archetype for one of these six classes. For more information on Path of War, and the specific class that this archetype modifies, please visit www.dreamscarred.com.

Selfless Captain (Zealot)

Zealots are always mindful of their allies, but for some zealots, the protection and care of those under their command is their primary concern. Often remaining in low-ranking commands long after they should have been promoted, these selfless captains are unwilling to leave the men and women in their care to the hands of anyone else, staying close by to bring the best out of them.

Natural Leader (Ex): A selfless captain gains a bonus equal to 1/2 his class level on Diplomacy checks. Additionally, by making a DC 25 Diplomacy check as a full-round action, he can encourage one of his allies within 30 feet, removing the shaken condition from that ally.

This ability replaces the compartmentalized aid class feature.

Psionic Healing (Su): Beginning at 5th level, as a standard action, a selfless captain can expend a number of power points up to his zealot level in order to psionically heal the wounds of one of the members of his collective. The chosen ally immediately heals a number of hit points equal to twice the number of power points expended in this way.

This ability replaces the defiance class feature.

Mobilizing Aid (Su): Beginning at 6th level, whenever a selfless captain uses the aid another action to aid a member of his collective, if he is successful, the creature he aids can immediately take a single move action.

This ability replaces the conviction gained at 6th level.

Earnest Aid (Su): At 9th level, whenever a selfless captain uses the aid another action to aid a creature in his collective, he can add his Charisma modifier to the bonus he grants. He must declare that he is using this ability before making the necessary roll for the aid another action. At 9th level, the selfless captain can use this ability three times per day. At 13th level, and again at 17th level, he can use this ability one additional time per day.

This ability replaces the unshakable will class feature.

Captain's Salvation (Su): Beginning at 13th level, whenever a member of the selfless captain's collective makes a saving throw, before the saving throw is made, the selfless captain can expend 3 power points in order to make the saving throw on behalf of that creature, instead, applying his own bonus to the roll.

This ability replaces the stalwart class feature.

Spur to Action (Su): Beginning at 14th level, whenever the selfless captain uses the aid another action to aid a creature in his collective, if he is successful, the creature he aids can immediately make a single attack or take a total defense action, instead of taking the move action granted by the mobilizing aid class feature.

This ability replaces the conviction gained at 14th level.

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There is battle, and then there is warfare. Many adventurers are familiar with wading into combat against monsters and small groups of enemies, but this is nothing next to the glory and chaos and carnage that is true war. More than simply a change in scale, the difference between war and other combat can be profound. In a war, the characters are part of something larger than themselves, contributing to the efforts of their armies, or perhaps leading those armies themselves. The priorities of a soldier are different from those of an adventurer, and often the challenges that they face are, as well. While many characters can translate their talents as adventurers to the battlefield, one who specifically focuses on warfare and battlefield tactics will have the edge on others when it comes to true war. Each installment of Weekly Wonders: Archetypes of War provides six new war-themed archetypes for a variety of classes.

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ROLEPLAYING GAME COMPATIBLE

For this book, we focus on those who lead, the tacticians and generals and lieutenants who not only direct soldiers in where to go and how to fight, but help protect those under their command from the perils of combat, bringing out their hidden potential and utilizing them to their fullest. The archetypes in this book bring these principles of leadership to the table and encourage players to take command. This book contains the following archetypes:

• The drill sergeant, a bard archetype that intimidates foes into obeying and allies into giving their all.

• The strike leader, an inquisitor archetype focuses on tactically directing foes to hammer an enemy's greatest weaknesses.

• The camaraderie mystery, for oracles, with a wide variety of powers based on comrades—in—arms banding together on the battlefield and inspiring loyalty in one another.

• The righteous commander, a paladin archetype that can spur allies to action, and

exchanges mercies for blessings that give the recipients of her lay on hands additional benefits.

• The daring leader, a swashbuckler archetype whose deeds focus on aiding his allies, including helping them get up when they're down, and directing them to make powerful attacks.

• A bonus archetype for the zealot, from Path of War Expanded by Dreamscarred Press, the selfless captain can heal allies remotely

though her psychic connection to them, and grants extra bonuses and actions when using aid another.



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